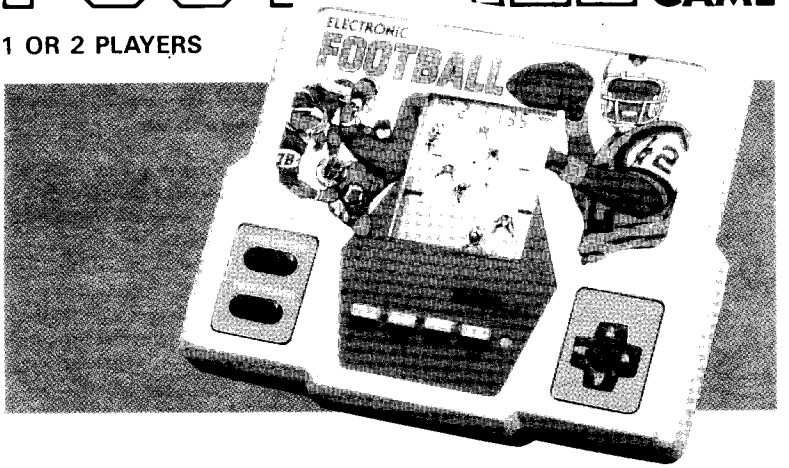
ELECTRONIC FOOTBALL LCD GAME

MODEL: 7-740

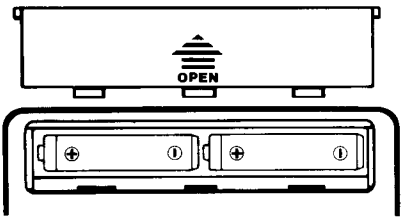
1 OR 2 PLAYERS



http://www.replacementdocs.com

INSERTING THE BATTERY

1) When the battery needs replacing, remove the battery compartment cover at the back of the game.
(To remove cover push in direction of the arrow.)



2) Insert two AA batteries, UM-3 or equivalent making sure to align "+" and "−" as shown.

3) After battery insertion, the ACL switch must be pushed. (Use a ball-point pen.) The display should appear as in the diagram below.

CAUTION

1) High temperature will destroy the unit. Do not leave unit in direct sunlight.

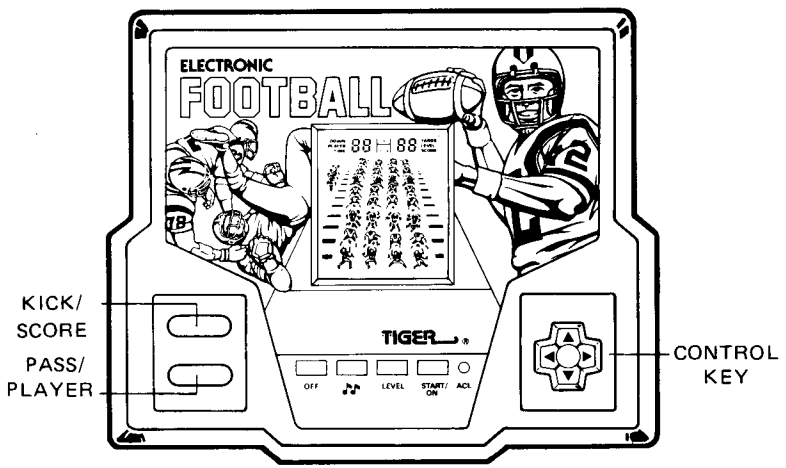
2) Do not press the liquid crystal display and avoid heavy shock or the display may fail.

3) Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

4) Replace batteries at the first sign of erratic operation.

5) Clean only with a piece of soft dry cloth.

HOW TO SELECT A GAME



1) When the game is started, it is in the select mode, in which you can choose the skill level (1-6) by pressing the "LEVEL" key.

2) Select the number of players (1-2) by pressing the "PLAYER" key.

HOW TO PLAY THE GAME

1) Press the "START" key to start the game.

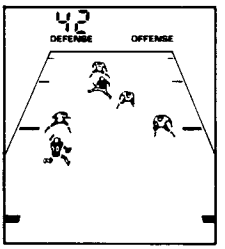
2) If it is a two-player game, player one will start first.

3) During the game, you can move the player up and down, left and right by pressing the "CONTROL KEY".

THE GAME

1) When the player and the defender are in contact, there is an "ESCAPE" time before the player is tackled. Duration of the "ESCAPE" time varies with the skill level.

2) If the player is tackled, the down number and the yard value will be displayed.



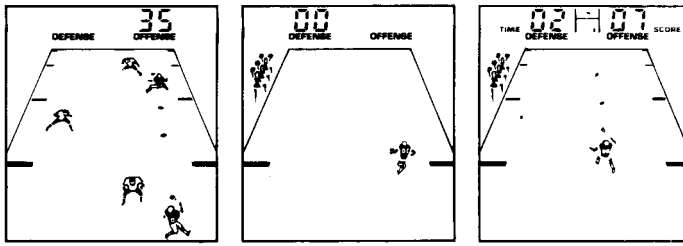
3) The "YARD" display indicates how many yards you have run towards a first down, decreasing from 10 yards until it reaches zero. For example: When you have run 6 yards, it will indicate 4 yards left until 1st down.

4) You can resume the game by pressing the "CONTROL KEY" to move the player, pressing the "START" key to resume the game only, pressing the "SCORE" key to see the time left and the score or pressing the "PASS" key to pass the ball.

5) In one player game if you are unsuccessful in getting a "FIRST DOWN", then the computer takes a turn at offense. In this case you will see the ball travel and your next starting position will be either 40 yards back from previous field position or on the 10 yards line, whichever is less.

6) For two players, the time and the score of the current player will be displayed. You can press the "PASS" key to see the field position or press the "SCORE" key to see the time and score again, press the "START" key to resume the game for the next player.

7) You can move the player up and down, left and right; or you can also pass the ball to its receiver in front, but you must follow the rules below:
   A) You can only pass the ball if you haven't moved forward running.
   B) Or after each down or new run, you can pass also, provided that you haven't moved forward.
   C) You cannot pass the ball within 15 yards of scoring a touchdown.



8) When pressing the up arrow to run forward, you will see the player running down field toward the goal. If the player is within 15 yards of the goal line, the "Cheerleaders" will appear to cheer him on to a touchdown.

9) When a player scores a touchdown, you will get 6 points and a chance to kick the ball for an extra point. If it is good, you will get one point. After that, a new run will start.

10) You are allowed to score within a definite time indicated in the time field. If the time is elapsed and the game is over, the player's scores will be displayed. If no key response for 2 minutes, it will automatically switch off.

11) If you press the "START" key, a new game will be started. If you press the "LEVEL" key, it will be in the select mode with the skill level being increased. If you press the "PLAYER" key, it will also be in the select mode with the number of players being toggled. If the "OFF" key is pressed, it will be switched off immediately.

12) During the game you can turn off the sound by pressing the "MUSIC" key.

GAME OVER

The game ends and "GAME OVER" is displayed whenever the timer reaches zero.

90-Day Limited Warranty

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 909 Orchard, Mundelein, Illinois 60060, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 909 ORCHARD, MUNDELEIN, ILLINOIS 60060, U.S.A.

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This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

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1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address

© TIGER ELECTRONIC TOYS,
REPAIR CENTER
909 Orchard
Mundelein, IL 60060, U.S.A.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US $12.00 payment for the repair service.

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